ABSTRACT

Font data for each resolution level is stored in a font memory (10). Character specifying addresses A_0 to A_x and font resolution levels L_0 to L_z are input to output the optimum font

5   data that match the resolution of an output device such as a display device or a printer. As a result, for example, it is possible to specify font data having a higher resolution level when enlarging a display on a display device or when printing from a printer capable of a high quality output, and it is

10   possible to specify font data having a low resolution level when reducing a screen display on a display device and when confirming a layout.